

ABSTRACT

A system for identification and assessment of performance optimizations implemented in the graphics environment, the identification and assessment of the performance optimizations based upon an optimized graphics call sequence generated 5 by an application of one or more optimizations applied to a captured graphics call sequence occurring between said first and second drivers. The resulting optimized graphics call sequence causes the same graphics rendering to occur when provided to the graphics system as the original graphics call sequence. As such, the graphics application and associated graphics interface driver may then be analyzed by the 10 application developer to identify specific modifications which, when implemented, would generate such an optimized graphics call sequence. This may include implementing specific modifications to the graphics application as well as implementing portions or all of the present invention into the driver for real-time execution.